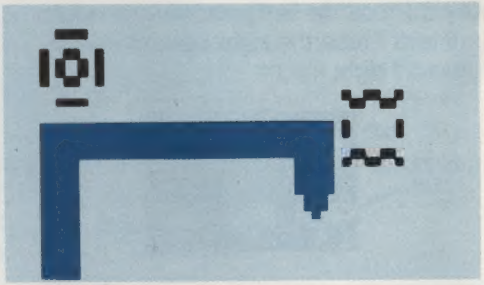
Your trail will not respond if you try to change direction to the exact opposite of your present movement, since this would cause you to have a head-on collision with yourself.

GAME STRATEGY

Direct your trail so that it always has room to keep moving freely. At the same time, try to block your opponents so that they are forced into a collision. If a trail collides with the edge of the picture, with an obstacle, with another trail or with part of itself, it is eliminated from the round. Depending on game variation, eliminated trails may disappear or remain on screen as additional obstacles.

OBSTACLES



In game variations where obstacles occur, these appear as different colored objects scattered about the screen. The computer randomly sets the number and position of obstacles for each round of a game with this variation.